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Computer Graphics staff

August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3

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2 [Fast detection of communication patterns in distributed executions](#)

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Full text available: [pdf\(4.21 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

3 [A software model and specification language for non-WIMP user interfaces](#)

Robert J. K. Jacob, Leonidas Deligiannidis, Stephen Morrison

March 1999 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 6 Issue 1

Full text available: [pdf\(574.62 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present a software model and language for describing and programming the fine-grained aspects of interaction in a non-WIMP user interface, such as a virtual environment. Our approach is based on our view that the essence of a non-WIMP dialogue is a set of continuous relationships—most of which are temporary. The model combines a data-flow or constraint-like component for the continuous relationships with an event-based component for discrete interactions, which can enable or diabl ...

**Keywords:** PMIW, interaction techiques, non-WIMP interface, specification language, state transition diagram, user interface management system (UIMS)

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... edited in the Event Map or the Modify **command** panel ... through both the use of the Event Map and the ... Particle Studio now creates true 3d object fragments with user ...

[tiemdesign.com/reviews2000/Jul/ParticleStudio/default.htm](http://tiemdesign.com/reviews2000/Jul/ParticleStudio/default.htm) - [Similar pages](#)

**3Dconnexion Add-in for Solid Edge ...**

... 17th, 2002) - New feature: the button **mapping** panel is ... New feature: in Assembly files, the 3D-controller is ... pushed down when the corresponding **command** is active ...

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... of the leadership and organizational **behavior** skills required ... Supports large **mapping** areas (144 square ... New proprietary "Real Virtuality" 3D Engine technology ...

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... Add a 2D texture layer Add a **mapping** layer ... which allows you to put 3D interactive dynamics ... window World properties Current object **behavior Command** bar Current ...

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... To load in a texture **map**, in the **command** window type: ... t □ t by itself will unload a **map**. ... The face can be rotated in 3D via the Left mouse button. ...

[dipaola.org/rface/rFaceNotes.doc](http://dipaola.org/rface/rFaceNotes.doc) - [Similar pages](#)

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**The Conway of Life Help**

... If you notice that the colony is getting too large, create a bigger **map** and use the Cut and Paste **commands** to transfer your ... Linear **maps**, Plane **maps**, 3D **maps**. ...

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... should be called whenever pending drawing **commands** should be ... y, type z, type w) Feeds a 3D coordinate to ... what type is used, vertex location **mapping** remains the ...

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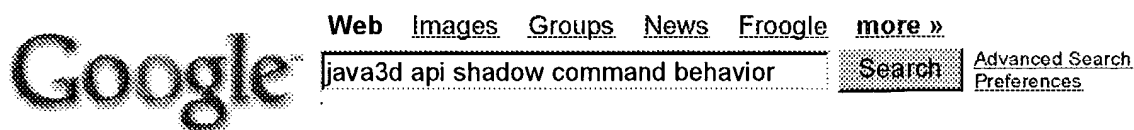
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